

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device capable of wireless communication with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from a plurality of parent devices existing within a communicable range;

a display for displaying a parent device list of the parent devices existing within the communicable range, based on said parent device packets received by said receiver, said displayed parent device list including a plurality of parent devices if a plurality of parent devices exist within the communicable range;

a selector for allowing a player to select any one of the parent devices included in said parent device list; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector.

2. (Currently Amended) A wireless communication game system according to claim 1, wherein said broadcasting circuit broadcasts said at least one parent device packet even during a time when a communication game is being executed with another child device.

3. (Currently Amended) A wireless communication game system according to claim 1, wherein

said parent device and said child device are units for making wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and

said broadcasting circuit transmits said at least one parent device packet including game data in said first time slot.

4. (Currently Amended) A wireless communication game system according to claim 1, wherein said display displays in said parent device list only the parent devices that executes a game communicable with the game executed by the user's own unit, based on said game identifying information received by said receiver.

5. (Currently Amended) A wireless communication game system according to claim 1, wherein

said child device is a unit to which a game cartridge storing a game program is detachably attached, and

said display displays in said parent device list at least one parent device that

executes a game not communicable with the game of the game cartridge currently attached thereto.

6. (Currently Amended) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device capable of wireless communication with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

a display for displaying a parent device list of the one or more parent devices existing within the communicable range, based on said parent device packet received by said receiver;

a selector for allowing a player to select any one of the one or more parent devices included in said parent device list; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector~~A wireless communication game system according to claim 1, wherein~~

said parent device packet further includes entry reception data showing whether or

not to receive a new entry of the child device, and

said display displays in said parent device list only the parent device that receives the new entry of the child device, based on said entry reception data received by said receiver.

7. (Currently Amended) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device capable of wireless communication with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

a display for displaying a parent device list of the one or more parent devices existing within the communicable range, based on said parent device packet received by said receiver;

a selector for allowing a player to select any one of the one or more parent devices included in said parent device list; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector~~A wireless communication game system~~

~~according to claim 1~~, wherein

said parent device further comprises at least one child device-use program storage locations for storing a child device-use program, and a child device-use program transmitter for transmitting, in response to a connection request from said child device said child device-use program to said child device,

said at least one parent device packet further includes child device-use program holding data showing whether or not the parent device is being provided with said at least one child device-use program storage locations, and

said display displays, in said parent device list, in a case ~~that~~ where said child device-use program holding data shows said parent device is being provided with said child device-use program, ~~in said parent device list~~ the parent device irrespective of the game, ~~which~~ that is executed by the user's own unit, based on said child device-use program holding data received by said receiver.

8. (Currently Amended) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device capable of wireless communication with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

a display for displaying a parent device list of the one or more parent devices existing within the communicable range, based on said parent device packet received by said receiver;

a selector for allowing a player to select any one of the one or more parent devices included in said parent device list; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector~~A wireless communication game system according to claim 1, wherein~~

said parent device is a unit for storing both a first type of program that the child device does not request the parent device to transmit ~~the child device use program~~, and a second type of program that the child device requests the parent device to transmit ~~the child device use program~~,

said at least one parent device packet further includes execution type data showing which type of program, said first type of program or said second type of program, said parent device executes, and

with respect to the one or more parent devices executing said first type of program, said displaying displays, in said parent device list, only the one or more parent devices that execute a game communicable with the game executed by the user's own unit, and

with respect to the one or more parent devices executing said second type of program, said displaying displays, in said parent device list, all parent devices executing said second type of program, irrespective of the game that is executed by the user's own unit, based on said execution type data received by said receiver,~~said parent device packet further includes execution type data showing which program, said first program or said second program, said parent device executes, and~~

~~said display displays in said parent device list only the parent device that executes a game communicable with the game executed by the user's own unit regarding the parent device executing said first program, and in said parent device list irrespective of the game, which is executed by the user's own unit regarding the parent device executing said second program, based on said execution type data received by said receiver.~~

9. (Currently Amended) A wireless communication game system according to claim 7~~A wireless communication game system according to claim 1, wherein~~

said child device is a unit to which a game cartridge storing a game program is detachably attached, and

in a case where said game cartridge is not attached, said display displays,~~in a case of said game cartridge is not attached, in said parent device list only the parent device provided with said at least one child device-use program storage locations in said parent device list, based on said child device-use program holding data received by said~~
receiver.

10. (Currently Amended) A wireless communication game system according to

claim 1, wherein said child device further comprises:

at least one parent device list storage locations for storing a parent device list of the parent devices existing within a communicable range, based on said parent device packets received by said receiver; and

a parent device list clearing mechanism for regularly clearing the parent device list stored in said at least one parent device list storage locations, wherein

said display displays a parent device list based ~~in on~~ the parent device list stored in said at least one parent device list storage locations.

11. (Currently Amended) A child device connecting method in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device capable of communicating with each other, comprising the steps of:

(a) broadcasting from the parent device at least one parent device packet including user's own unit identifying information for allowing the user's own unit to be identified, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving in the child device said at least one parent device packet from ~~the a~~ plurality of parent devices existing within a communicable range;

(c) displaying, in the child device, a parent device list of the parent devices existing within a communicable range, based on said parent device packets received in said receiving step, said displaying including displaying a plurality of parent devices if a

plurality of parent devices exist within the communicable range;

(d) ~~allowing in the child device a player to selecting~~, based on a command from a player using the child device, any one of the parent devices included in said parent device list; and

(e) transmitting ~~in the child device~~ a connection request to said selected parent device from the child device.

12. (Currently Amended) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are capable of communicating with each other, a processor of the mobile game unit being operable to execute said program to perform ~~the steps comprising:~~

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from ~~the~~ a plurality of parent devices existing within a communicable range;

(c) displaying a parent device list of the parent devices existing within a communicable range, based on said parent device packets received by said step (b), said displaying including displaying a plurality of parent devices if a plurality of parent devices exist within the communicable range;

(d) selecting, in response to a player's input, any one of the parent devices included

in said parent device list; and

(e) transmitting by the child device a connection request toward said selected parent device.

13. (Currently Amended) A mobile game apparatus capable of playing a wireless communication game which utilizes a plurality of mobile game units, where any ~~one of~~ said units may function as a parent device, ~~and the others of which may function as or a~~ child device, comprising:

broadcasting circuitry, for the parent device, for broadcasting at least one parent device packet including user's own unit identifying information for allowing the user's own unit to be identified, and game identifying information for allowing a game executed by the user's own unit to be identified;

a receiver, for the child device, for receiving said at least one parent device packet from ~~the~~ a plurality of parent devices existing within a communicable range;

a display, for the child device, for displaying a parent device list of the parent devices existing within a communicable range, based on said parent device packets received by said receiver, said displayed parent device list including a plurality of parent devices if a plurality of parent devices exist within the communicable range;

a selector, for the child device, for allowing a player to select any one of the parent devices included in said parent device list; and

a transmitter, for the child device, for transmitting a connection request to said selected parent device.

14. (New) The computer readable memory medium according to claim 12, wherein said broadcasting broadcasts said at least one parent device packet even during a time when a communication game is being executed with another child device.

15 (New) The computer readable memory medium according to claim 12, wherein

said parent device and said child device are units for making wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and

said broadcasting transmits said at least one parent device packet including game data in said first time slot.

16. (New) The computer readable memory medium according to claim 12, wherein said displaying displays in said parent device list only the parent devices that execute a game communicable with the game executed by the user's own unit, based on said game identifying information received by said receiver.

17. (New) The computer readable memory medium according to claim 12, wherein

said child device is a unit to which a game cartridge storing a game program is detachably attached, and

said displaying displays in said parent device list at least one parent device that executes a game not communicable with the game of the game cartridge currently attached thereto.

18. (New) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are capable of communicating with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying a parent device list of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying including displaying a plurality of parent devices if a plurality of parent devices exist within the communicable range;

(d) selecting, in response to a player's input, any one of the one or more parent devices included in said parent device list; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device packet further includes entry reception data showing whether or not to receive a new entry of the child device, and

said displaying displays in said parent device list only the parent device that receives the new entry of the child device, based on said entry reception data received by said receiving.

19. (New) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are capable of communicating with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying a parent device list of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying including displaying a plurality of parent devices if a plurality of parent devices exist within the communicable range;

(d) selecting, in response to a player's input, any one of the one or more parent devices included in said parent device list; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device further comprises at least one child device-use program storage location for storing a child device-use program, and further includes:

(f) transmitting, in response to a connection request from said child device, said child device-use program to said child device, wherein

said at least one parent device packet further includes child device-use program holding data showing whether or not the parent device is being provided with said at least one child device-use program storage location, and

said displaying displays, in a case that said child device-use program holding data shows that the parent device is being provided with said at least one child device-use program storage location, the parent device in said parent device list irrespective of the game that is executed by the user's own unit, based on said child device-use program holding data received by said receiver.

20. (New) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are capable of communicating with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying

information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying a parent device list of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying including displaying a plurality of parent devices if a plurality of parent devices exist within the communicable range;

(d) selecting, in response to a player's input, any one of the one or more parent devices included in said parent device list; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device is a unit for storing both a first type of program that the child device does not request the parent device to transmit, and a second type of program that the child device requests the parent device to transmit,

said at least one parent device packet further includes execution type data showing which type of program, said first type of program or said second type of program, said parent device executes, and

with respect to the one or more parent devices executing said first type of program, said displaying displays, in said parent device list, only the one or more parent devices that execute a game communicable with the game executed by the user's own unit, and

with respect to the one or more parent devices executing said second type of program, said displaying displays, in said parent device list, all parent devices executing said second type of program, irrespective of the game that is executed by the user's own unit, based on said execution type data received by said receiver.

21. (New) The computer readable memory medium of claim 19, wherein said displaying displays, in said parent device list, in a case where said game cartridge is not attached, only the one or more parent devices provided with said at least one child device-use program storage location, based on said child device-use program holding data received by said receiver.

22. (New) The computer readable memory medium according to claim 12, wherein said child device further comprises:

at least one parent device list storage location for storing a parent device list of the parent devices existing within a communicable range, based on said parent device packets received by said receiver; and

a parent device list clearing mechanism for regularly clearing the parent device list stored in said at least one parent device list storage location, wherein

said display displays based in the parent device list stored in said at least one parent device list storage location.